
TECHNICAL SUPPLEMENT IBM AND COMPATIBLES

RULES OF ENGAGEMENT 2

System Requirements

Required

- IBM-PC or 100% compatible computer
- 80286 or higher processor running at 16Mhz or faster
- Minimum of 640K of RAM
- Hard disk drive
- MS-DOS or PC-DOS 3.0 or higher
- VGA or VGA compatible graphics adapter.

Optional

- Microsoft or 100% compatible mouse
- Math co-processor
- XMS (Extended) memory
- EMS (Expanded) memory
- SoundBlaster, SoundBlaster Pro, SoundBlaster 16ASP, AdLib, AdLib Gold, Roland MT-32, Roland LAPC-1, Pro Audio Spectrum, or Pro Audio Spectrum 16 sound device

Making Backup Disks

We suggest that you make back-up copies of all the game disks prior to installation. In the event of an accident, you will be able to restore the original disks from your back-up copy.

README File Information

If there is a README.TXT file on your game disk 1, it will contain important information and instructions that were not available at the time this manual was printed. To read this file:

1. Insert the disk labeled "Disk 1" into drive A or B.
2. Type **type a:readme.txt** (**type b:readme.txt** if the disk is in drive B) and press RETURN.

Installing the Game

1. Place the disk labeled "Disk 1" in drive A or B.
2. Type a: then press RETURN. Your computer will respond with the prompt "A:\>". (If you are running the program from drive B, type b: and press RETURN. Your computer will respond with the prompt "B:\>".)
3. Type **install** and press RETURN.
4. Follow the instruction on your screen to install and configure **Rules of Engagement 2**.

Should you later change your sound board configuration, you can run R2SETUP from the hard drive to change this setting.

Running the Game

To play the game, type **rules2** and press RETURN. Do *not* run the ROE2MAIN program you will also find in the game directory. Doing so will prevent the IGS system from operating properly.

Digitized Speech and Extended Sounds

In order to hear the extended set of digitized sounds, you must have at least 2mb of RAM. Additionally, to hear the digitized speech, your system must have at least 3mb of RAM. See USING EXTENDED MEMORY (XMS) below for more information. Digitized speech will *not* be played through the internal speaker.

Memory Requirements

Rules of Engagement 2 requires almost all of the conventional memory on your computer. The more memory you can free, the faster the game will operate. You will need to have at least 586K (600,000) bytes free in order to run the game properly.

If you receive an error message indicating you do not have enough memory, here is what you can do:

1. Be sure you are running the game from the DOS prompt. Running the game from within a file manager (such as Windows or Deskmate) may not leave enough memory for the program.
2. Check the device drivers loaded in your CONFIG.SYS file. This includes RAM disks, disk caches, and sound drivers. You may need to remove some or all of your drivers. You will need to leave the mouse driver installed in order to use a mouse with the game.
3. Remove all TSR (terminate and stay resident) programs.
4. If you still receive the memory error, you may need to remove your mouse driver as well. Also, selecting the internal speaker as opposed to one of the sound boards will use less memory.

QEMM Notes

If you are using the QEMM Memory Manager from Quarterdeck, you will need version 6.02 or later. Some versions prior to 6.02 did not handle memory properly, preventing the digitized speech from playing.

Running under Microsoft Windows™

Rules of Engagement 2 comes with a PIF file for running under Windows. The game will run properly in a windows DOS box, but only if this PIF file is in place. The PIF file is automatically copied to your hard disk when you install the game.

Using Extended Memory (XMS)

This game supports extended memory in the form of XMS. In order for the game to use this memory, you must have an extended memory driver that supports the XMS 2.0 or higher standard. HIMEM.SYS included with DOS 5.0 and up, QEMM from Quarterdeck, and 386MAX from Qualitas are examples of such drivers. Upon running the game, a message will appear to indicate the game is utilizing XMS. Having at least 100K of XMS will help speed up the game.

Without XMS memory, only the basic sound effects will be heard. To hear the full complement of sound effects you must have at least 390K of free XMS memory. In order to hear the digitized speech, you must have an additional 805K of XMS. Therefore, in order to hear the full sound capabilities of the game, you must have at least 1,195K of XMS free.

Using Expanded Memory (EMS)

This game also supports expanded memory. In order for the game to use this memory, you must have an expanded memory driver that supports the EMS 3.2 or higher standard. EMM386.SYS included with DOS 5.0 and up, QEMM from Quarterdeck, and 386MAX from Qualitas are examples of such drivers.

The game will utilize up to 1,024K of EMS memory for loading program data that will greatly speed up the game.

Using Both XMS and EMS Memory

This game will utilize both EMS and XMS memory at the same time. If you only have a choice of one or the other, you should use XMS, since this can provide you with more sound effects and digitized speech. However, if your system has plenty of memory, you may wish to configure it for both XMS and EMS in order to provide the most efficient environment in which this game will run.

Speeding Up the Game

Rules of Engagement 2 will run significantly faster if disk caching is used on machines with more than 1mb of RAM. Smartdrive, included with DOS 5.0 and later versions, is one of the many disk caching drivers you can use.

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